



**MONASH**  
University

**FIT5152 User interface design and usability**

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**Assignment 3**

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**Figma:**

<https://www.figma.com/file/tWSwPdFfaemESBfQ1JL3qR/Untitled>

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# Paper-based Prototype

## Sign In



Email

Password

Forgot Password?



Login Problem?

Sign In

Other Methods



New to here? Sign Up

This is the first page when users open this mobile healthy eating app which is the Login interface. Users can enter their Email and password to log into the home page. If they don't have an account yet, they can click Sign Up to get their new account. Or they can choose to log in with other methods, such as Instagram, Facebook, Snap-chat and Google account.

## Sign Up Step 1



### Sign Up

First Name \_\_\_\_\_

Surname \_\_\_\_\_

Email \_\_\_\_\_

Password \_\_\_\_\_  
(not less than 8, need contains letters and numbers)

Confirm Password \_\_\_\_\_

Phone Number \_\_\_\_\_

Confirm App Policy

← Back

Next →

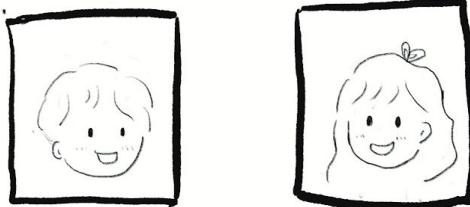
This is the first page or first step in the Sign Up process. In this page, users can enter their personal information such as first name, surname, Email, password and their phone number. However, users should be noted that the length of password should be at least 8 digits and it must contain Letters and numbers. In addition, users have to click the button "Confirm App Policy" to go to the step 2 of Sign Up successfully.

After finishing all these, users can click "Next" to step 2 or they can click "Back" to sign in page.

## Sign Up Step 2



Gender :



Date of Birth : DD/MM/YY

Address : Example: 31 colonel St

Town / City : \_\_\_\_\_

State : \_\_\_\_\_

Zip Code : \_\_\_\_\_

Country : \_\_\_\_\_

Current Job (optional) : \_\_\_\_\_

← **Back**

**Next** →

This is the second step when users sign up for their account. In order to finish this step, users should choose their gender, date of birth, their address, town, state, zip code and their country. The current job is an optional information for users to provide.

After finishing filling these blanks, users always click "Next" to step 3 or if they find some piece of information that needs to be correct, they can click "Back" to step 1.

## Sign Up Step 3



Nationality: \_\_\_\_\_

### Dietary Requirement (Select one)

- Vegan       Ovo - Vegetarian
- Lacto - Vegetarian       Lacto-Ovo Vegetarian
- Pescetarians       Others: \_\_\_\_\_
- Normal

### Allergies (Multi-choice)

- Peanut       Milk       Egg
- Wheat       Soy       Seafood
- Others: \_\_\_\_\_

### Food Preferences (Multi-choice)

- Chinese Food       Korea Food       Japanese Food
- Thai cuisine       Mexican Food       French Food
- Fast Food       Others: \_\_\_\_\_

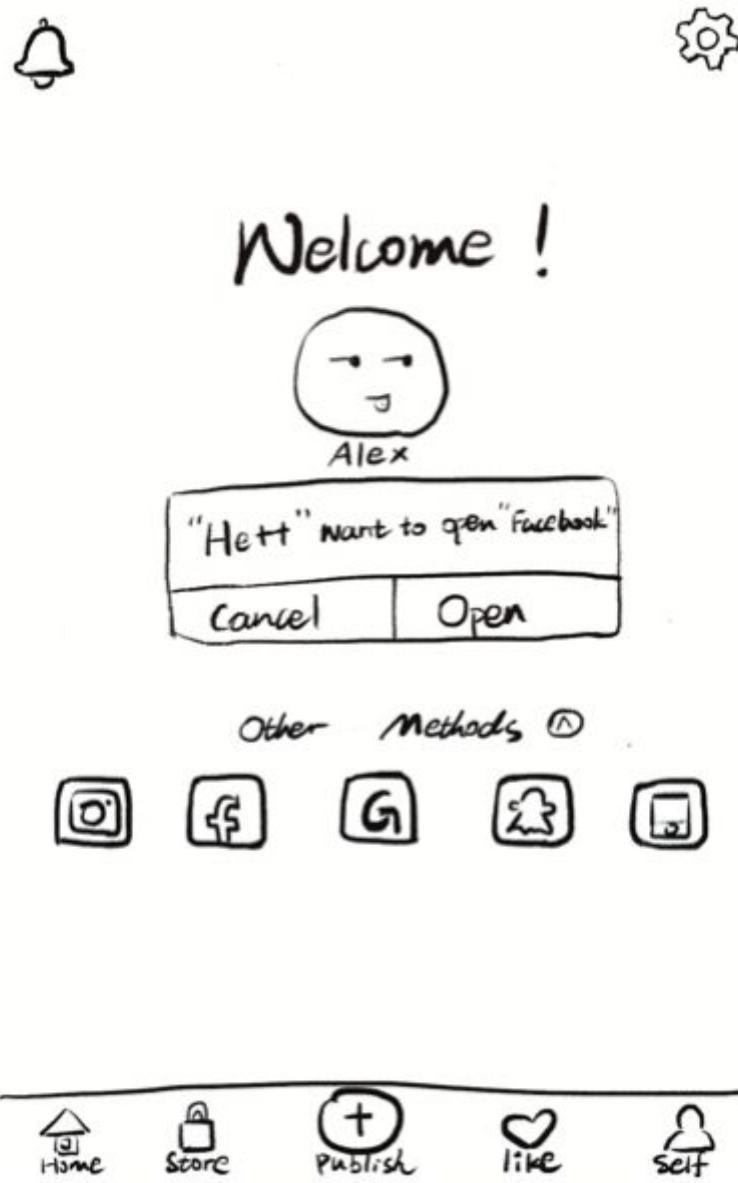
OK

← Back

This is the third step which is the last step of the sign up process. In this page, users need to choose their dietary requirements like vegan, oho-vegetarian, allergies like milk, egg and seafood. Food preferences like Chinese food, Korean food or Japanese food.

After users complete the profile data entry, when they click "OK", they will go back to the login page, enter their Email and password then they will log into the system.

## Facebook Log in Step 1 -- jump page



This is the step 1 of Facebook log in process. When users already choose which account they want to use to log in, they will go to a new page shows them a welcome by their first name, there is a dialog box told that “HE ++ wants to open Facebook”, users click “Open” means that they finally decided to log in using this Facebook account.

## Facebook Log in Step 2 -- choose user information



Facebook Authorized Login

Use other Facebook account to login

This is the Facebook log in step 2. when users don't want to log in use their account, they can choose to log in using Facebook. There is a sentence that notes users the Healthy Eating app will get your Facebook picture, name and email. Users can choose which Facebook account they want to use to log in, their own or others account. When they don't want to use Facebook, they can click the button "Cancel" to go back to the sign up interface.

## Phone Number Login 1 (Mobile verification code)



Account password login

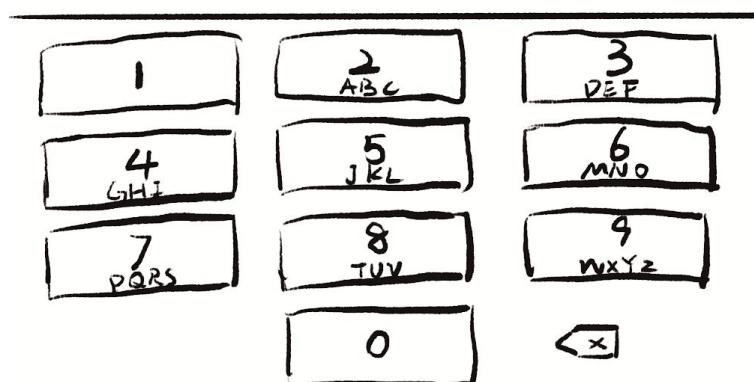
Wonderful after login

+61 ✓ please enter phone number

Enter verification code

Agree to the terms

other methods



This is another way for users to choose an account. The phone number log in. Users will provide their own phone number to get verification code to log in. Particularly, the phone number could belong to any country. Users are able to choose the correct country code. Users need to click "Agree to the terms" before they complete the process.

## Phone Number Login 2 (Account password)



Mobile verification code login

Wonderful after login

+61  v please enter phone number / Email

Enter password  | Forget password

Confirm password

Agree to the terms

Login

other methods  v

If users already have the phone number account, they can log into the system using the phone number directly. Users can enter their phone number and password to log in. Before that, users have to agree to the terms and conditions.

## Home Page



This is the home page of Healthy Eating app. This screen will welcome the users by their first name, and display a title which is app name, some relevant images, the date, and a daily tips for healthy-eating.

Home page will also allow primary navigation to some functionalities, such as view history, report, compare with different receipts and make some notes.

There are some icons at the bottom of the page: home, store, publish, like and self, which are additional functions for users to use.

## Search Receipts

< Q wings

<u>Menu</u>	<u>Note</u>	<u>Video</u>	<u>Users</u>	<u>Goods</u>
All	Hot	Easy		cannot find



coke chicken wings  
5.0 1000 people learned

👤 Alex



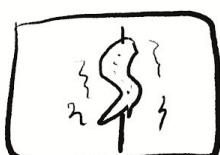
korean chicken wings  
4.8 580 people learned

👤 Angel



Fried chicken wings  
4.5 370 people learned

👤 Statta



Roasted chicken wings  
4.6 450 people learned

👤 Hazel



Spicy duck wings  
4.7 870 people learned

👤 Harry



Halogen duck wings

The search function should allow users to find their favourite receipt through some attributes, such as the users profile data, a rating range, and how many people have already learned.

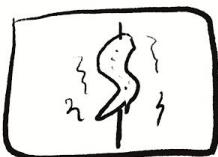
At the top of the menu, there is a list: Menu, Note, Video, Users and Goods. Users can select any of them to search.

When users cannot find what they want, they can click “Cannot find” on the right corner to solve this problem.

Finally, when users find what they want, they can click the name of receipt and go to the details of receipt.

## Receipt Details

 Back



### Roasted chicken wings

• Recommend

#### Recipe

chicken wings

5-6

Salt

a little

Pepper

a little

#### Cooking Method

Bake in the oven

#### Cooking Process

1. Wash the chicken wings
2. Sprinkle with salt and pepper
3. Preheat the oven 180 degrees up or down
4. Put chicken wings into oven  
Roast for 15 min

#### Calorie

185 Kilocalorie

Per 100g (edible portion)

Kilocalorie / Kilojoule

↓  
774

#### Nutrient Element

unit : per 100g

35.6%

protein  
16.5g

53.9%

Fat  
11.1g

10.6%

carbohydrate  
4.9g

More



like



Note



Compare



record

When users click the name of receipt, a “receipt details” page will show to the users.

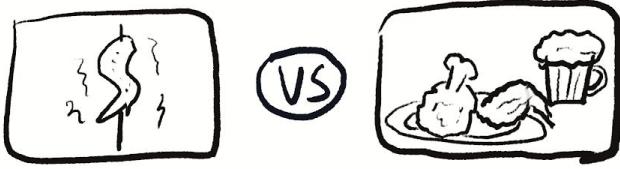
This page will start with a picture of the receipt, and whether it is recommended.

Followed by ingredients, cooking method and cooking process. Other details like calories, nutrient elements will be shown to users.

At the bottom of the page, there are four additional functions: like, note, compare and record. Users can select any of them.

## Receipt comparison

Contrast Details



Nutrient element		(per 100g)
185 Kilocalorie	Calorie	224 Kilocalorie
16.5 g	Protein	16.2 g
11.1 g	Fat	11.0 g
4.9 g	Carbohydrate	15.9 g

Show more

15 min	Prepare Time	45 min
chicken wings salt pepper	Recipe	chicken wings Flour Salt, pepper source
5-6	Servings	7-8
Recommend	Edible Suggestions	Moderation

Level of Similarity 80%

This functionality will allow the users to select and compare any two receipts at any given time.

The information of comparison including nutrient elements such as calories, protein, fat and carbohydrate, the preparation time, ingredients, number of servings, edible suggestions and the last one, level of similarity.

Users can find any similarity or any differences between these two different receipts.

## Users' preference

< Recipe Group Note Video

Search used recipe

All Preference Newest History

1.		Coke chicken wings 5.0    1000 people learned Alex
2.		Korean chicken wings 4.8    580 people learned Angel
3.		Fried chicken wings 4.5    370 people learned Statta
4.		Mojito 4.4    290 people watched Justin
5.		Ice cream 4.4    280 people watched

When users select the “Preference” function on the home page, they will see a list of receipts that have previously been used, using the provided ratings to show them in order of preference.

## History

< Recipe Group Note Video

Search used recipe

All Preference Newest History

---

Mojito  
4.4 290 people watched  
👤 Justin



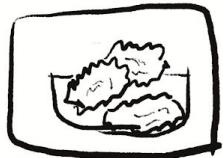
Korean chicken wings  
4.8 580 people learned  
👤 Angel



Coke chicken wings  
5.0 1000 people learned  
👤 Alex



Fried chicken wings  
4.5 370 people learned  
👤 Sutta



Ice cream  
4.4 280 people watched



History function allows users to view the list of receipts that they have previously used. It will show the name of the receipt, the rating range, and how many people already learned to users.

## Report



There is a “Report” button on the home page. When users click that button, they can see their own report.

There is personal information about users at the beginning of this page, including name, weight, height and gender. Followed by an overall healthy report in daily, weekly and monthly.

The functionality will also enable the user to view periodic reports of their eating habits as graphs in daily, weekly and monthly. Specifically, it will allow the users to view three types of reports:

calories intake, level of hydration (i.e. amount of water consumed), and types of food (junk food, fruits and vegetables, grains and beans, meat and poultry, fish and seafood, and dairy).

# Digital Prototype

**Sign In**

Sign In

HE ++

---

Email

---

Password

---



[Forget Password ?](#) [Login Problem](#)

**Sign In**

---

Other Methods

---

---

New To Here? [Sign Up](#)

## Sign Up Step 1

Sign Up 1

# HE ++

### Sign Up

First Name \_\_\_\_\_

Surname \_\_\_\_\_

Email \_\_\_\_\_

Password \_\_\_\_\_ 

It must be 7-20 characters long, and contain at least one letter and one number.

Confirm  
Password \_\_\_\_\_

Phone  
Number \_\_\_\_\_

[-- Back](#)

[Next -->](#)

## Sign Up Step 2

Sign Up 2

# HE ++

Gender



Date of Birth DD ▼ MM ▼ YY ▼

Address \_\_\_\_\_

Town/City \_\_\_\_\_

State \_\_\_\_\_

Zip Code \_\_\_\_\_

Country \_\_\_\_\_

Current Job  
(Optional) \_\_\_\_\_

[<-- Back](#)

[Next -->](#)

## Sign Up Step 3

Sign up 3

# HE ++

Nationality ▾

Dietary Requirement  
**(Select one)**

Vegan  Lacto - Vegetarian  
 Lacto - Ovo Vegetarian  
 Ovo - Vegetarian  
 Pescetarians  Normal  
Others \_\_\_\_\_

Allegries (Multi-choice)

Peanut  Milk  Wheat  
 Seafood  Others \_\_\_\_\_

Food Preferences  
**(Multi - choice)**

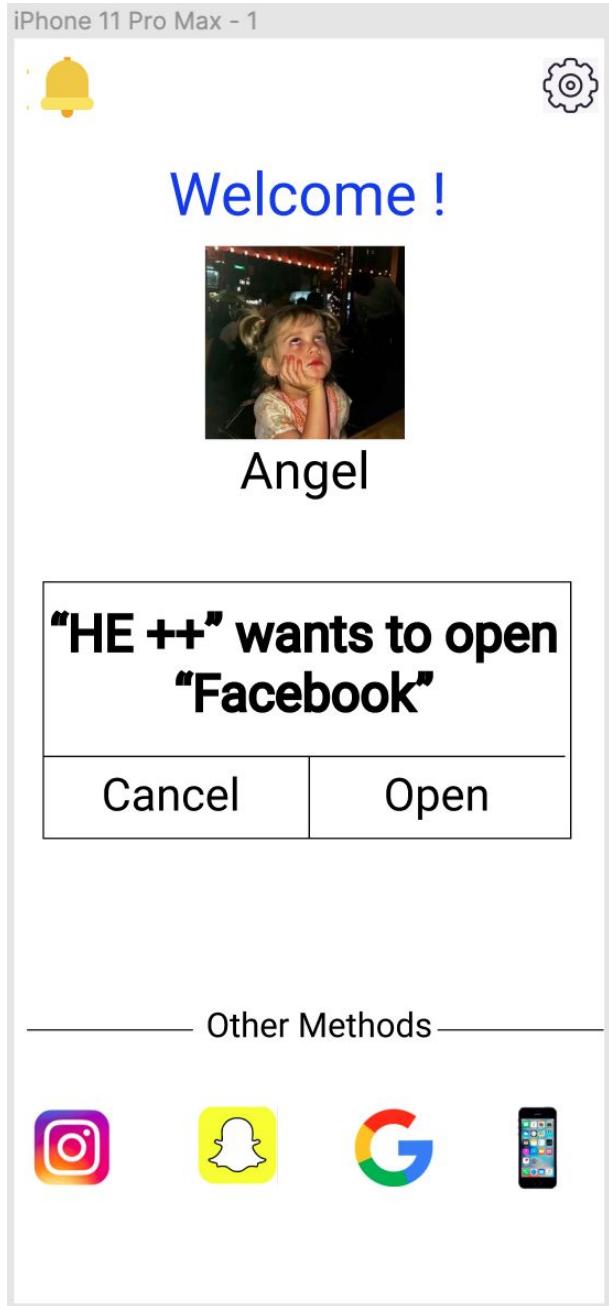
Chinese Food  Japanese Food  
 Korean Food  Others \_\_\_\_\_

**OK**

<-- Back

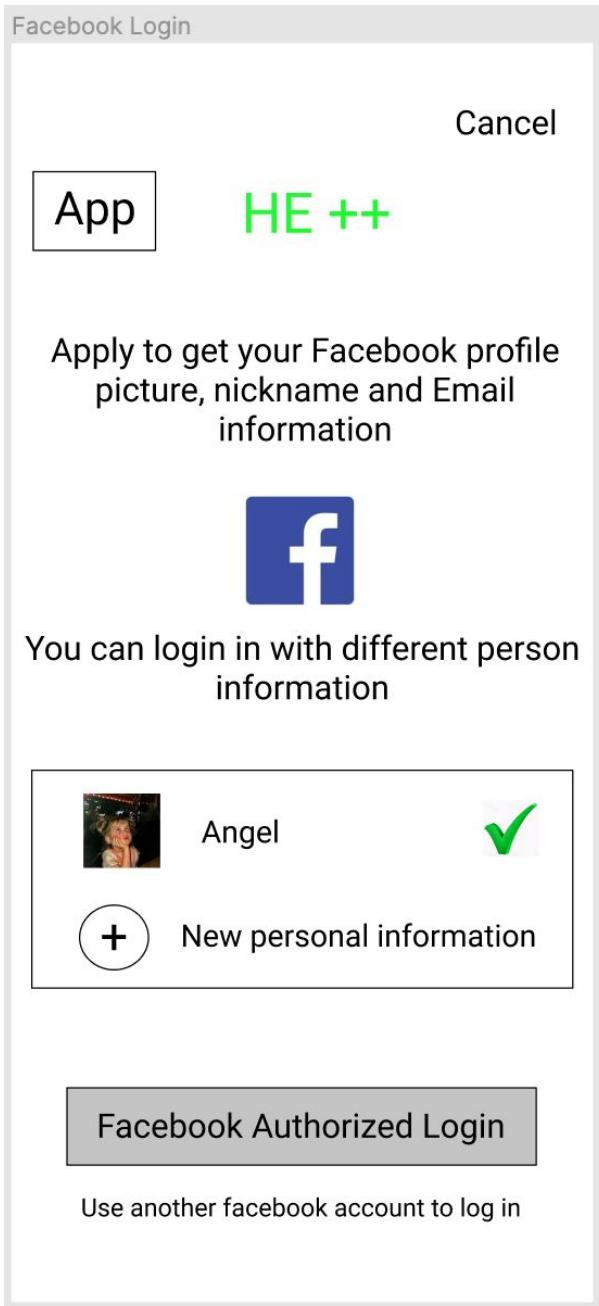
## Facebook Log in Step 1

-- jump page

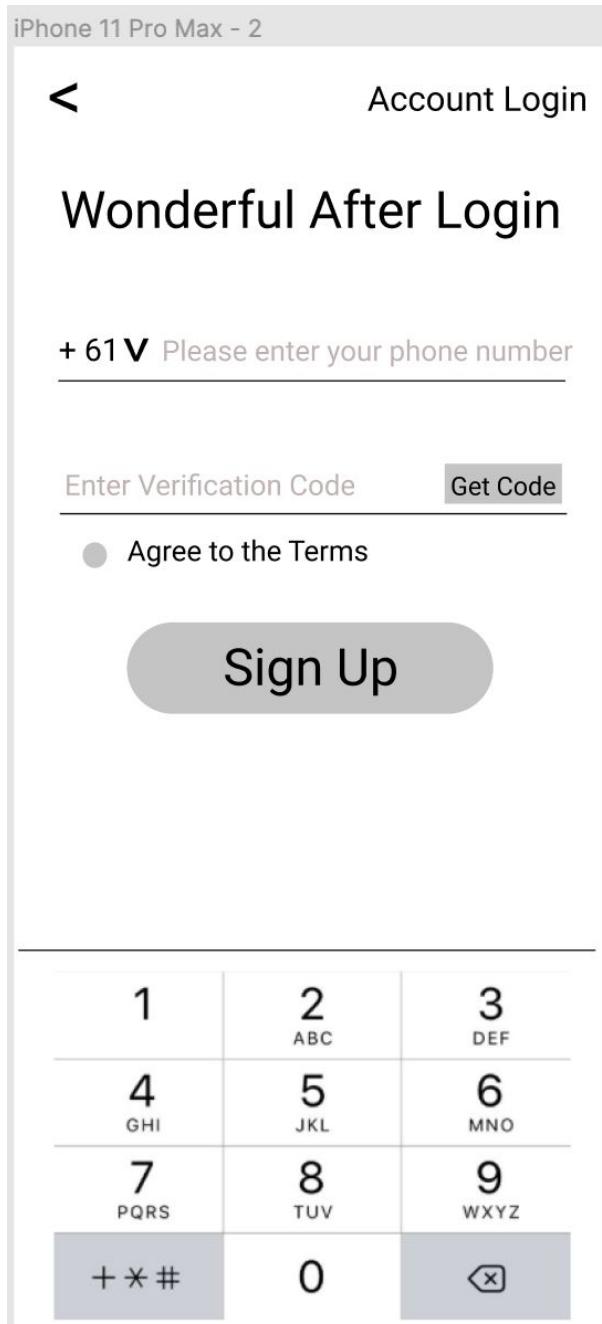


## **Facebook Log in Step 2**

**-- choose user information**

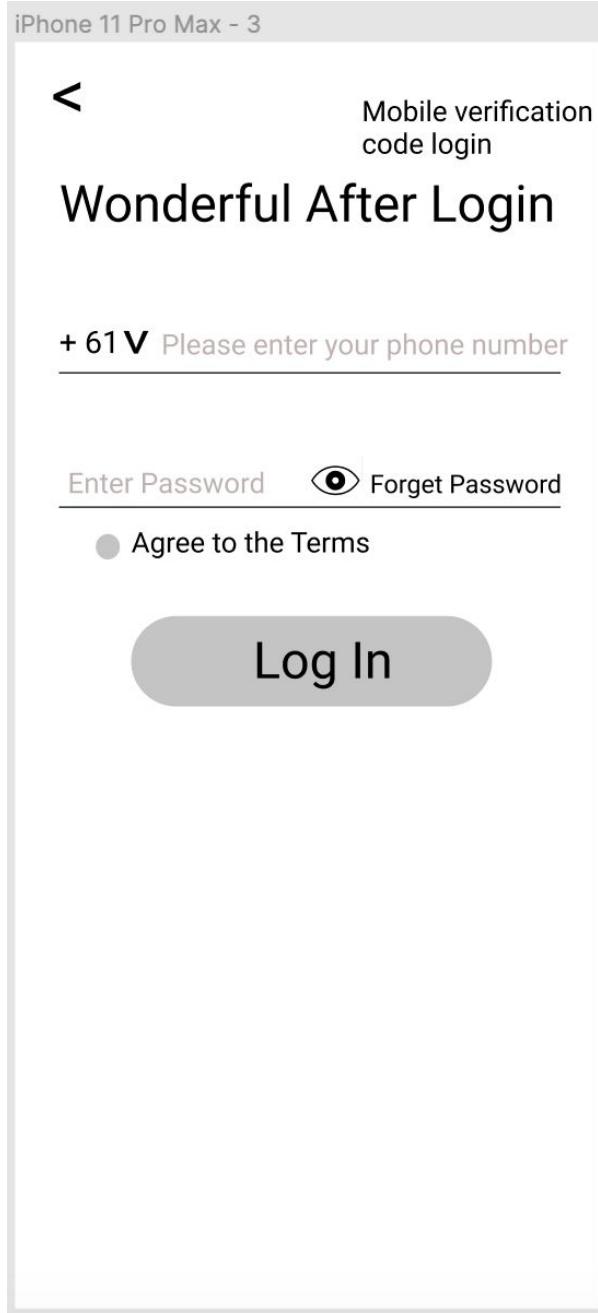


## Phone Number Login 1 (Mobile verification code)



## **Phone Number Login 2**

### **(Account password)**



## Home Page

Home Page

# HE ++

Search

Welcome to HE ++ !!  
Angel ~~

22/10/2020 MON

The eatwell plate  
Use the eatwell plate to help you get the balance right. It shows how much of what you eat should come from each food group.

Receipts History Report Note

Preference Tips Check In Compare

---

Home Store Publish Like Me

## Search Receipts

Search for Receipts

<  Wings  ?

Menu Note Users Video Goods

---

All Hot Easy

---

 Coke Chicken Wings  
★ 5.0  
1000 people learned

 Korean Chicken Wings  
★ 4.6  
863 people learned

 Fried Chicken Wings  
★ 4.7  
922 people learned

 Roasted Chicken Wings  
★ 4.6  
392 people learned

## Receipt Details

Receipt details

< Roasted Chicken Wings



● Recommend

Recipe	Chicken Wings:	5 - 6			
	Salt	a little			
	Pepper	a little			
Cooking Method	Bake in the Oven				
Cooking Process	1. Wash the chicken wings 2. Sprinkle with salt and pepper 3. Preheat the oven to 180 degrees up or down 4. Put chicken wings to oven, roasted for 15 mintes.				
Calorie	185 Kilocalorie per 100g (edible portion)				
Nutrient elements	Unit: per 100g				
Protein	35.6%	Fat	53.9%	Carbohyd Rate	10.6%
Like	Note	VS	Compare	Record	

## Receipt comparison

Compare

< Contrast Details

	VS	
Roasted Chicken Wings		Fried Chicken Wings
185	Calories	224
16.5g	Protein	16.2g
11.1g	Fat	11.0g
49g	Carbohyd Rate	15.9g

More Details

15 Mins	Prepare Time	45 Mins
Wings Salt Pepper	Receipt	Wings Flour Salt Pepper Source
5 - 6	Serving	7 - 8

Level of Similarity

88.8%

## Users' preference

Preferences < Preference Search

Receipts Group Note Video

All Newest

1.  Coke Chicken Wings ★ 5.0  
1000 people learned

2.  Korean Chicken Wings ★ 4.6  
863 people learned

3.  Fried Chicken Wings ★ 4.6  
392 people learned

4.  Mojito ★ 4.4  
290 people learned

## History

History < History Search

Receipts Group Note Video

All Newest

---

 Mojito  
★ 4.4  
290 people learned

---

 Korean Chicken Wings  
★ 4.6  
863 people learned

---

 Coke Chicken Wings  
★ 5.0  
1000 people learned

---

 Fried Chicken Wings  
★ 4.6  
392 people learned

# Report

Report

< Report  +

Gender	Weight	Height
F	50KG	167CM

Health Report

Good   
80 Dayily/Weekiy/Monthly

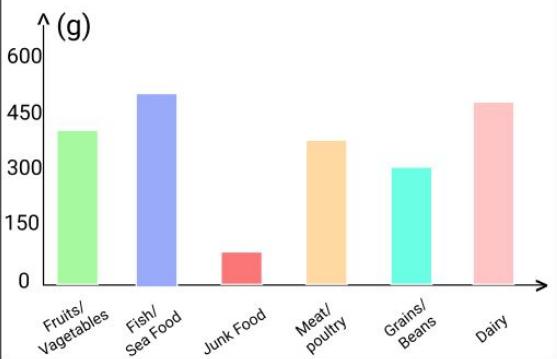
Calorie Intake   
1600 Kcal Dayily/Weekiy/Monthly

Hydration Level   
Middle Dayily/Weekiy/Monthly

Type of Food

Dayily/Weekiy/Monthly

↑ (g)



Type of Food	Amount (g)
Fruits/Vegetables	~400
Fish/Sea Food	~500
Junk Food	~100
Meat/poultry	~350
Grains/Beans	~300
Dairy	~450

# Guidelines

## 1. Sign in/Sign up

### 1.1 Form design guideline

The form design guidelines mainly refers to creating a smooth and natural conversational flow, with logical and sensible order of options. Form should prevent errors from users such as setting up some constraints, user selected data, hints and examples.

For example, in figure 1, we set up a constraint for password, “it must be 7 -20 characters long, and contain at least one letter and one number”. This is very important because users will not make a mistake due to this message.

Form design guidelines also state that use lists if possible to minimize errors. As shown in figure 2, for a user's date of birth, we use a list of date, month and year. Users can select answers on their own. At the same time, from a data entry perspective, user selected data is better than user generated data, even though user generated data enables us to collect more data but is prone to errors.

**Figure 1.**

Sign Up 1

HE ++

Sign Up

First Name \_\_\_\_\_

Surname \_\_\_\_\_

Email \_\_\_\_\_

Password \_\_\_\_\_

It must be 7-20 characters long, and contain at least one letter and one number.

Confirm Password \_\_\_\_\_

Phone Number \_\_\_\_\_

<- Back Next -->

**Figure 2.**

Sign Up 2

HE ++

Gender

Date of Birth DD ▾ MM ▾ YY ▾

Address \_\_\_\_\_

Town/City \_\_\_\_\_

State \_\_\_\_\_

Zip Code \_\_\_\_\_

Country \_\_\_\_\_

Current Job (Optional) \_\_\_\_\_

<- Back Next -->

## 1.2 Password design guideline

Password is a key element when users sign in or sign up. However, research shows that most users forget their password or have trouble remembering the password when they sign in.

Passwords need to be protected very carefully. The security level needs to be very high. Because of that, in sign in or sign up forms, the passwords are usually masked. Users can choose whether the password can be visible or not. As shown in figure 3 and 4.

A related study that tested unmasked passwords shows that unmasked passwords were unexpected, some participants thought it was an error and lost their trust. However, when participants were offered the option to show or hide, they did not consider this an error and it did not affect their trust.

So, it is better to give the users both options: hide/show password.

**Figure 3.**

The image shows a 'Sign Up' form titled 'HE ++'. It includes fields for First Name, Surname, Email, Password (with an eye icon), Confirm Password, and Phone Number. A note below the password field specifies character requirements. Navigation buttons for Back and Next are at the bottom.

**Figure 4.**

The image shows a 'Mobile verification code login' screen for 'Wonderful After Login' on an iPhone 11 Pro Max. It features a phone number input field, a password input field with an eye icon, a 'Forgot Password' link, and a 'Log In' button. A red arrow points to the eye icon in the password field.

### 1.3 General design guideline: Match keyboard to input

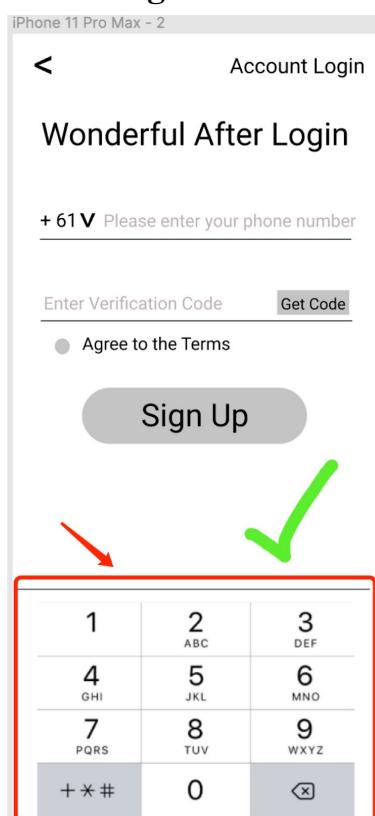
The keyboard form should match what users are entering.

For example, in figure 5, users need to enter their phone number and get verification code to log into the system, which means they only need to enter numbers, so the keyboard should be the left one.

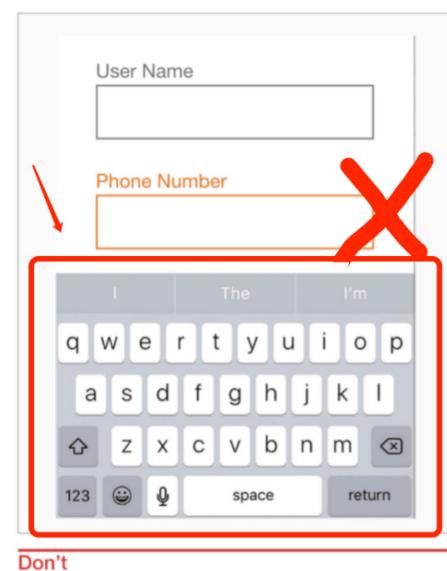
On the other hand, the keyboard in figure 6 is not correct, because it does not match the information that users need to enter.

If the keyboard does not match the information that users want to do, users can not get the information that they want, this will cause a big problem.

**Figure 5.**



**Figure 6.**

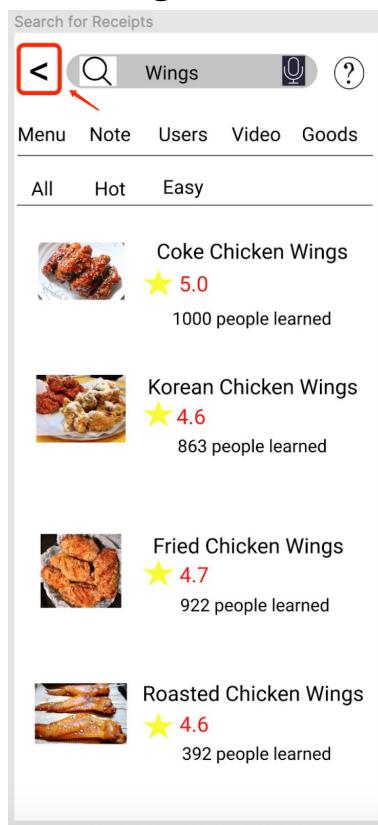


## 2. Multi-Criteria Search for recipes

2.1 Menu Guidelines: Provide an easy option to go back, and return to the main menu

After the user performs a recipe search on the Home Page, he enters a list of recipes to search for, which presents all the information about the keywords entered by the user. When the user wants to go back to the main menu from this screen, as shown in Figure 7, search for recipes with a "<" symbol in the upper left corner and click to return with one click. The "<" symbol makes it easier for the user to notice the feeling of taking a step back. Since the user is searching through the main interface, going back to the previous step is going back to the main interface.

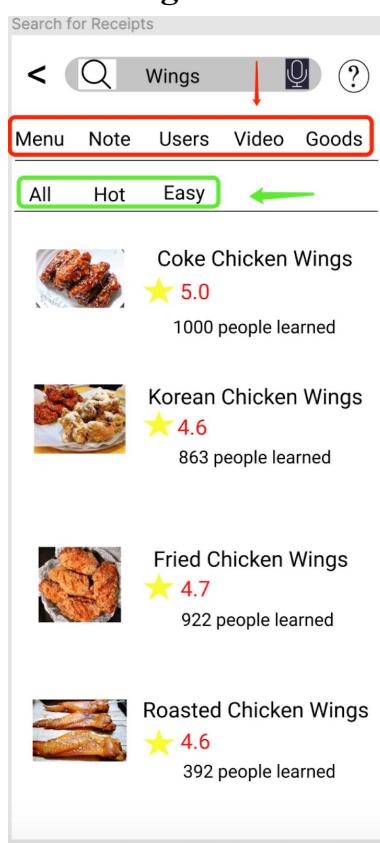
**Figure 7.**



## 2.2 Menu Guidelines: Meaningful grouping of items

As you can see from the receipt search screen (Figure 8), there are two rows of options below the search box. After entering a keyword search, users can see five different categories for that keyword. For example, users entered "Wings," menus for keywords, notes for keywords, users with keywords, videos for keywords, and products with keywords. Users can choose different categories of what they want to search and get the information they want. The second row is the sub-option of the first row, and the user needs to select the category in the first row before selecting the option to subdivide. When the search is done, the menu's all is displayed by default. All for displaying all searched information, hot for popular choices, easy for easy recipes. This classification helps users make choices after a search.

**Figure 8.**

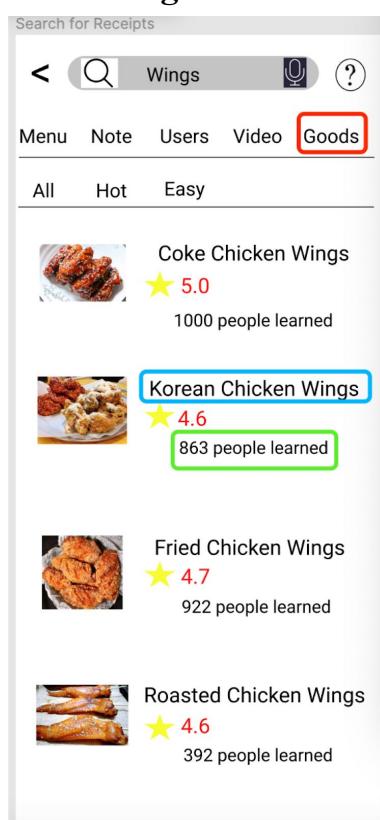


## 2.3 Typography Design Guidelines: Minimise using different sizes (1-3 max)

Typography is about the legibility or readability and appeal of the written language. For example, the legible fonts, the typefaces, the different sizes, etc.

In the receipt search page, we used three different sizes of text. The second option after the search, the name of the recipe, and the number of people who learned the recipe. Choosing 1-3 different text sizes can give the user a clearer guide and can also represent different meanings. If the fonts are all the same size, it may cause the user to lose focus, or too many fonts may make the text on the screen appear cluttered. The number of viewers on this page just gives the user information to choose from, so the font size for the number of viewers will be smaller than the name of the recipe.

**Figure 9.**

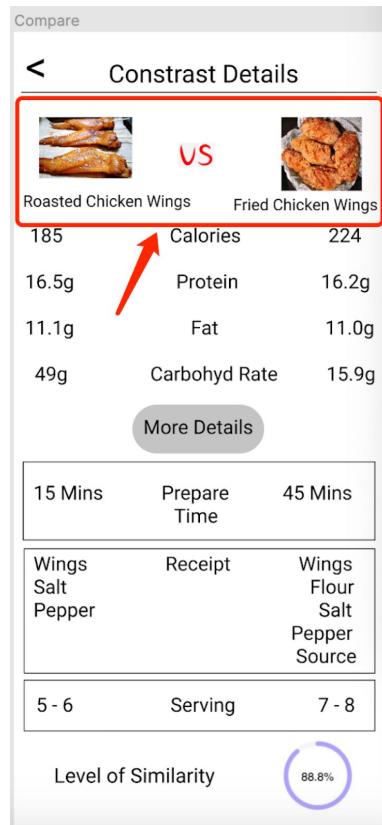


### 3. Comparison

#### 3.1 Accessibility Guidelines: Using additional text to describe images

In Figure 10, you can see the names and pictures of the two foods in comparison. Users may not know what the food is if they just look at the picture, but after adding the text, users can combine the pictures they see, so that they can have a clearer understanding of the food's face and name.

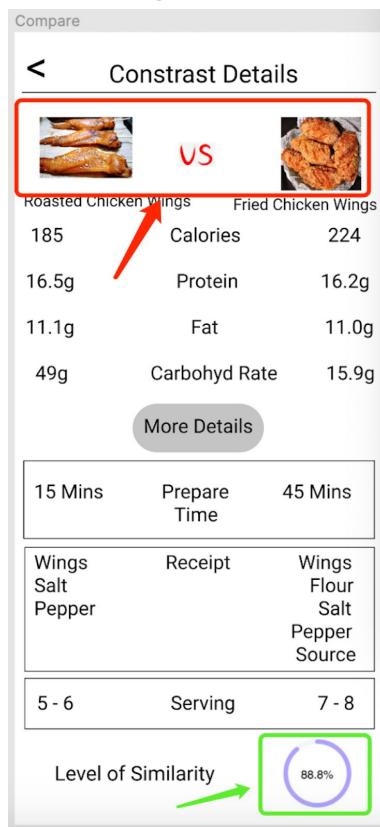
**Figure 10.**



### 3.2 Menu Guidelines: Provide visibility

If an interface is full of text, users may lose interest in continuing to browse. Providing visualizations, such as pictures, can attract users. As shown in Figure 11, the food picture at the top, along with the text description, makes it more specific, so users can know what it is more directly. Similarly, at the bottom of the page, our design shows the similarity to the user through the data combined with the progress of the circle. Not only does it stand out, allowing the user to see it at a glance, but it also keeps the contrast menu full of text messages from becoming monotonous.

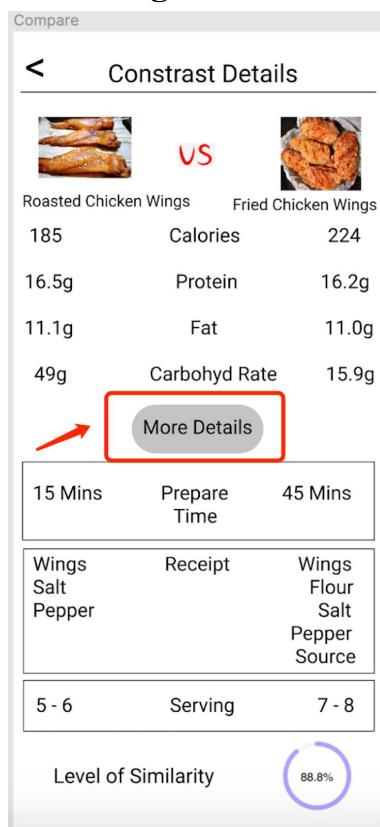
**Figure 11.**



### 3.3 Mobile Form Designs: Shorten the list items to the most popular or primary options

On the menu comparison screen, you can see from figure 6 that in the middle of the screen we have designed a button to show more details of the ingredients. Since there are many ingredients in the food, on the page we have chosen to show the calories, proteins, fats and carbohydrates that are relatively large and well known. Of course there are a lot of trace elements, so we hide it and click on it when the user needs to know. This leaves more room for other information, such as preparation time, preparation materials, copies, and similarity.

**Figure 12.**

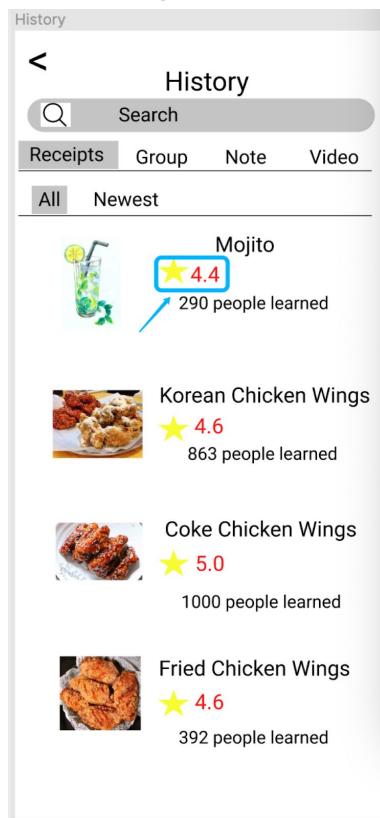


## 4. Reports

### 4.1 Design Guidelines for Color: Minimize number of colors

In figure 13, we used only three colors, mostly black text, a yellow star and a red score number. The reason for this design is that when users see the options for different recipes, they don't know if the recipe is good or bad until they get to the details page. They can easily select which menu details to enter by using the score, which is a kind of recommendation method. The use of red is more visible, so that users can see at a glance. An interface that USES a lot of colors will make the user feel dizzying and the experience will be reduced. When used with a small amount of color, it can be used to highlight key points and beautify the interface.

**Figure 13.**



## 4.2 Visual design principles

The visual design principles include 7 different parts, balance means balancing the distribution of objects in the middle of the screen. In figure 15, we put different sorts of receipts in the middle so users can feel more comfortable.

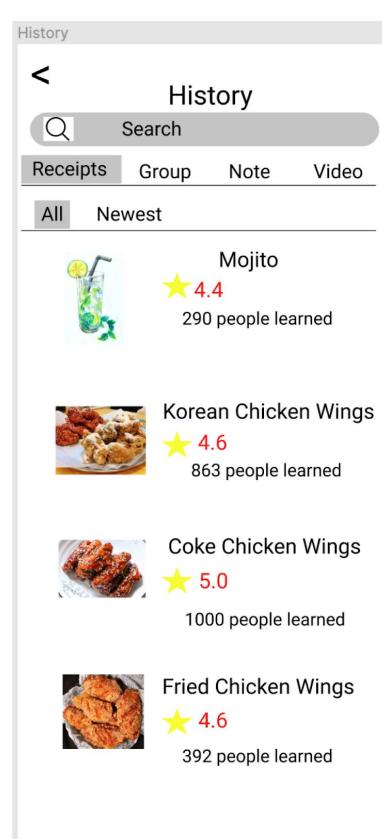
Contrast means emphasizing certain objects by using differences in color, shape, size or position. In figure 14, we use different colors to state the status of health report and calorie intake, so users can better understand.

Hierarchy can be used to show the difference in importance between objects, it can be created by using different sizes or colors, or based on their position on the screen. In figure 14 and 15, we use different sizes to show the difference in importance.

**Figure 14.**



**Figure 15.**



### 4.3 Graphics and imagery

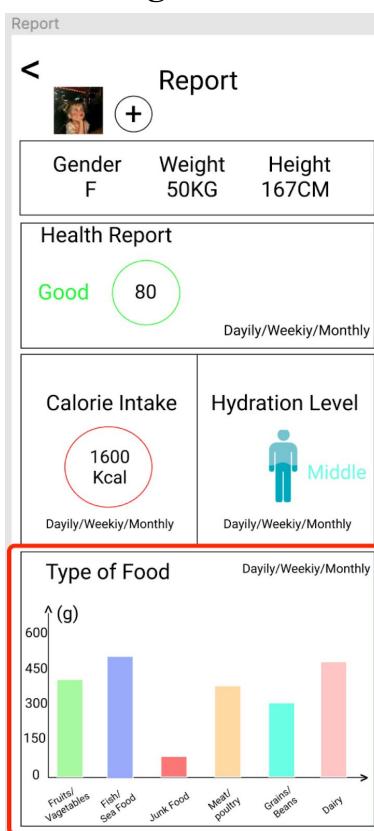
Graphics and images are an effective way of communication. Designers always use graphics for a purpose, they must ensure that graphics and images are comprehensible, consistent and contextually appropriate. Better to avoid clutter.

The accessibility guidelines of graphics and imagery are: using subtitles or captions, using additional text to describe images and using screen readers.

In figure 16, we use a histogram to show the different types of food that users eat daily, weekly and monthly. It can show the information very directly. We use different colors to show the different types of food. There are some additional text on X-axis and Y-axis to describe images and help users read images easier.

If we don't use the images, we need to write different paragraphs to describe the situation, it is very complicated and not a direct way. Users may also have a big challenge to read it.

**Figure 16.**



## Improvement

1. On the search menu page, users can seek help or find the answer through the question mark button “cannot Find” when their search does not yield results. In paper design, “Cannot Find” is placed as shown in the figure 17. When doing digital, we think that since it is the problem caused by search, it would be more reasonable to put it on the right side of the search box as shown in figure 18.

**Figure 17.**



**Figure 18.**



2. Paper-based Prototype: compare Page return is a cross off button “”, Recipe Page is a Back arrow “<--”, and other pages are a “<”. As shown in figure 19 and 20. Although the three different flags all represent returning or closing the current page, in view of the user's intuitive experience, they may think that different flags have different meanings, which may cause operational confusion to the user.

**Improvement:** all the flags returned by the interface are unified in digital Design, which can give the user a clearer and more intuitive understanding.  
As shown in figure 21.

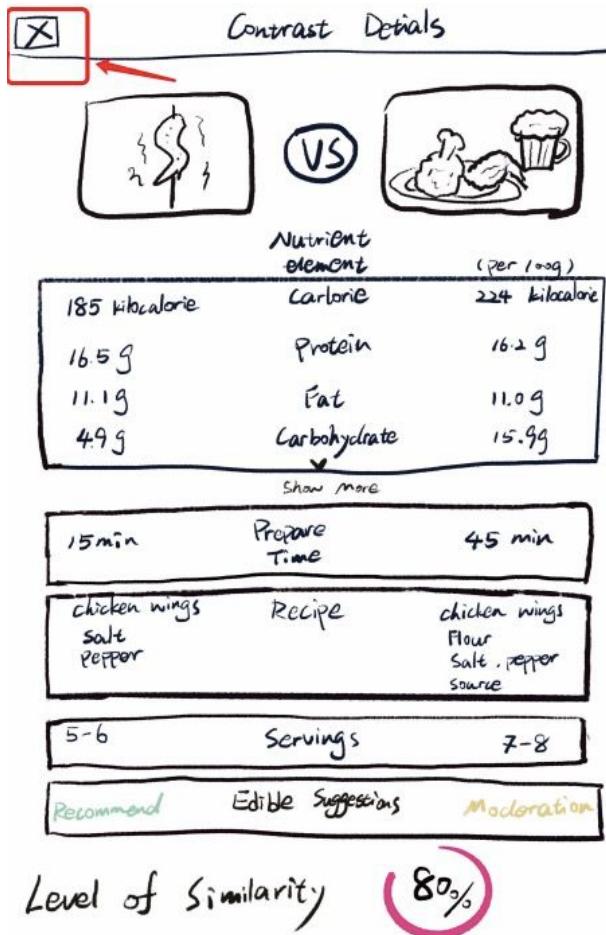


Figure 19.

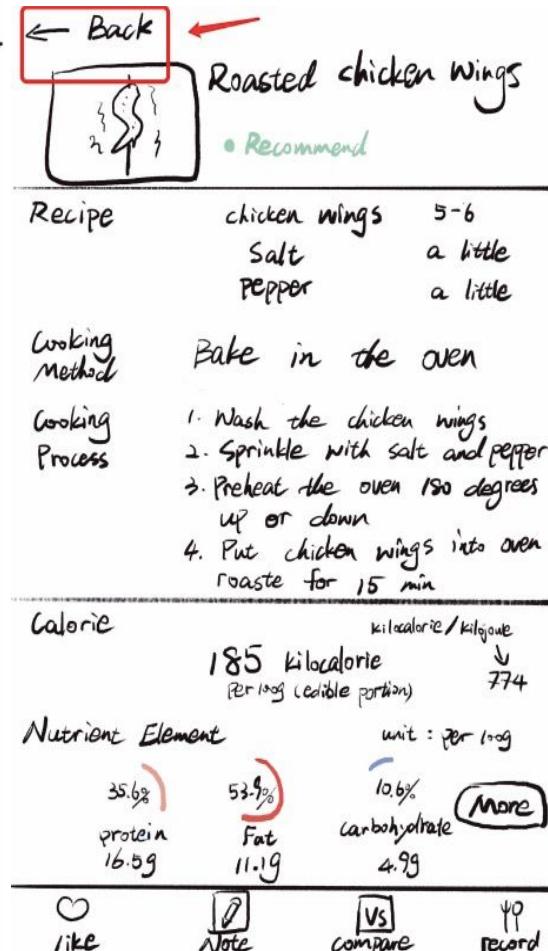


Figure 20.



Figure 21.

3. Paper-based Prototype: When a user logs in with the selected phone account, there is an option to login another way below the login button on this interface in paper design. At this late stage, it was considered that the interface of other login options was redundant, so Digital Design deleted the function of other methods. Users can log in in other ways by going back to the main interface, and B guarantees the uniformity of functions of this interface.

In the interface of mobile account login, Paper Design has a step to confirm the password. The password confirmation is to prevent the user from entering the wrong password when creating a new user. When the two passwords are not unified, it will be identified as the input error. Since the user already has an account by default, there is no need for a step to confirm the password at this point. So in digital Design we also cancel this step. As shown in figure 22.

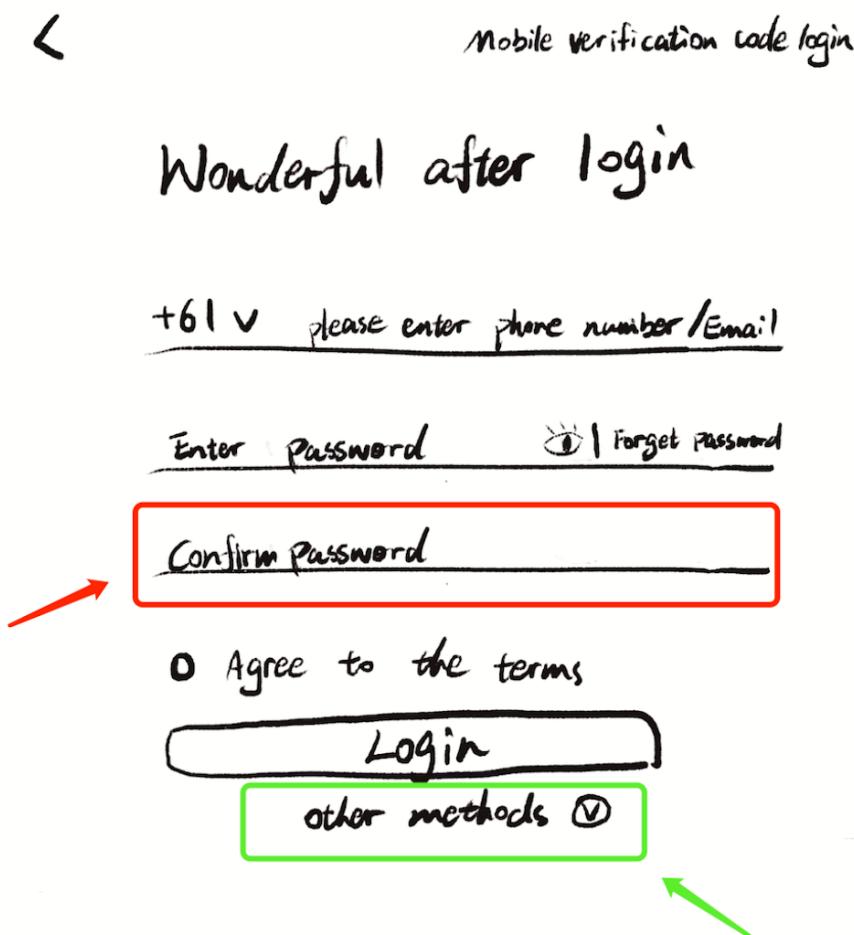


Figure 22.

4. Paper-based Prototype: There is a history button on the main interface, which displays menu information. Different information can be obtained by clicking history or

preference. However, history should contain information about history directly. It would be strange to include preference in the information obtained from the history button, and it would be unreasonable to click the history button again. This may cause information confusion. As shown in figure 23 and 24.

**Improvement:** There are two buttons, History and preference, on the main interface to control the information respectively, so that the information will not appear chaotic and the information will be presented more clearly. The history and preference buttons in paper design are removed, which is like putting two people who originally live together into two separate houses. The search box is also at the top, with an improved design that makes it easier for users to search than it used to be. Moreover, the title of History and preference is added at the top of digital Design to make it easier to distinguish. As shown in figure 25 and 26.

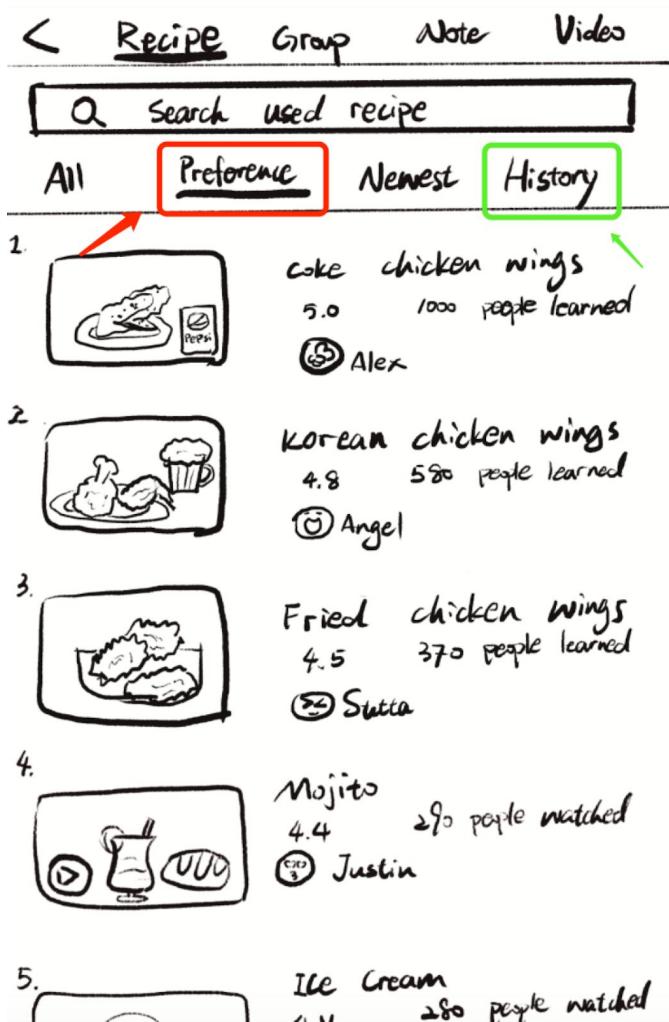


Figure 23.

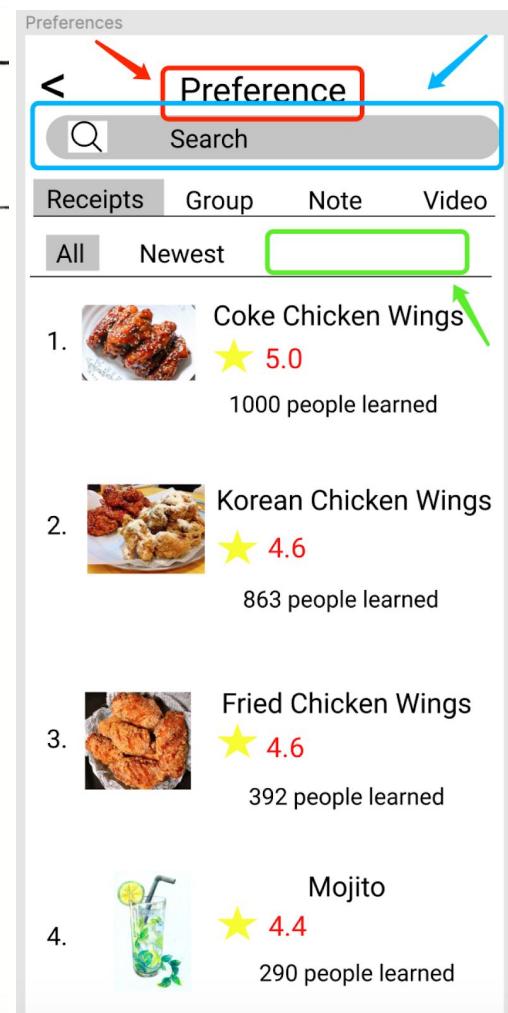


Figure 24.

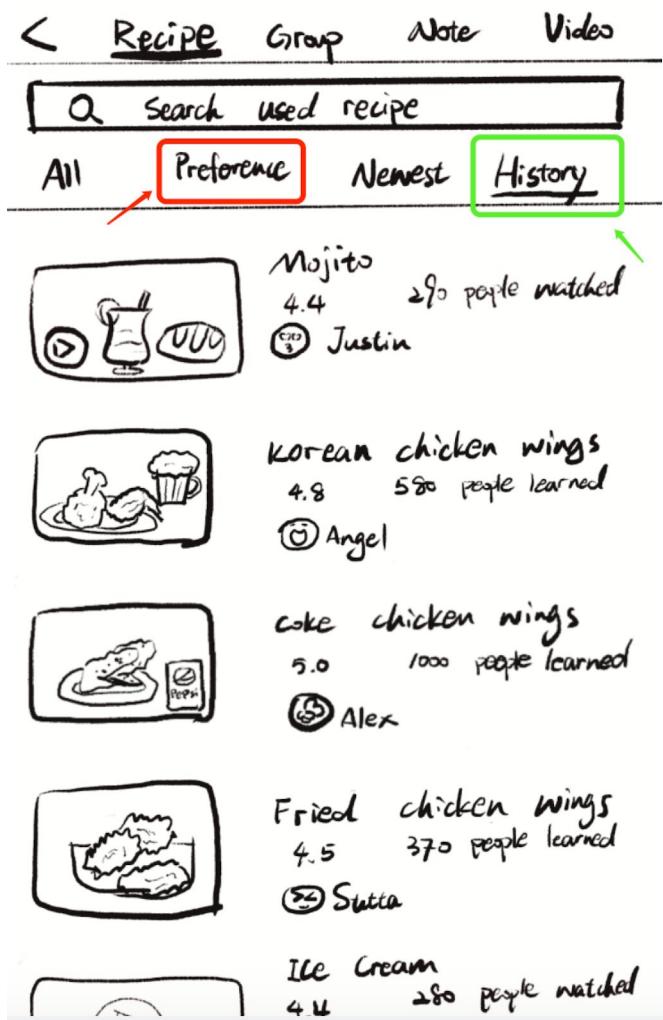


Figure 25.

History

< History

Search

Receipts Group Note Video

All Newest

Mojito ★ 4.4 290 people learned

Korean Chicken Wings ★ 4.6 863 people learned

Coke Chicken Wings ★ 5.0 1000 people learned

Fried Chicken Wings ★ 4.6 392 people learned

Figure 26.

## **Conclusion**

Prototype is a very important early stage of the design of the user interface. It is not functional but provides users an idea of how the find system will look. It reduces cost and time by identifying problems and addressing them. There are different types of prototypes that can be used at different stages of design and for different purposes. Low-fidelity prototype is a prototype with basic and limited functionalities and static, it's simple, cheap and quick to create. With low fidelity prototypes, users and designers are often more willing to suggest changes. However, designers need to have a helicopter view of the product before they do the low fidelity prototype. High-fidelity prototype is interactive and similar to the final product but not fully functional. Designers can show and test real flow and interactions through high fidelity prototype. However, the challenges would be it is not as cheap and fast as a low fidelity prototype.